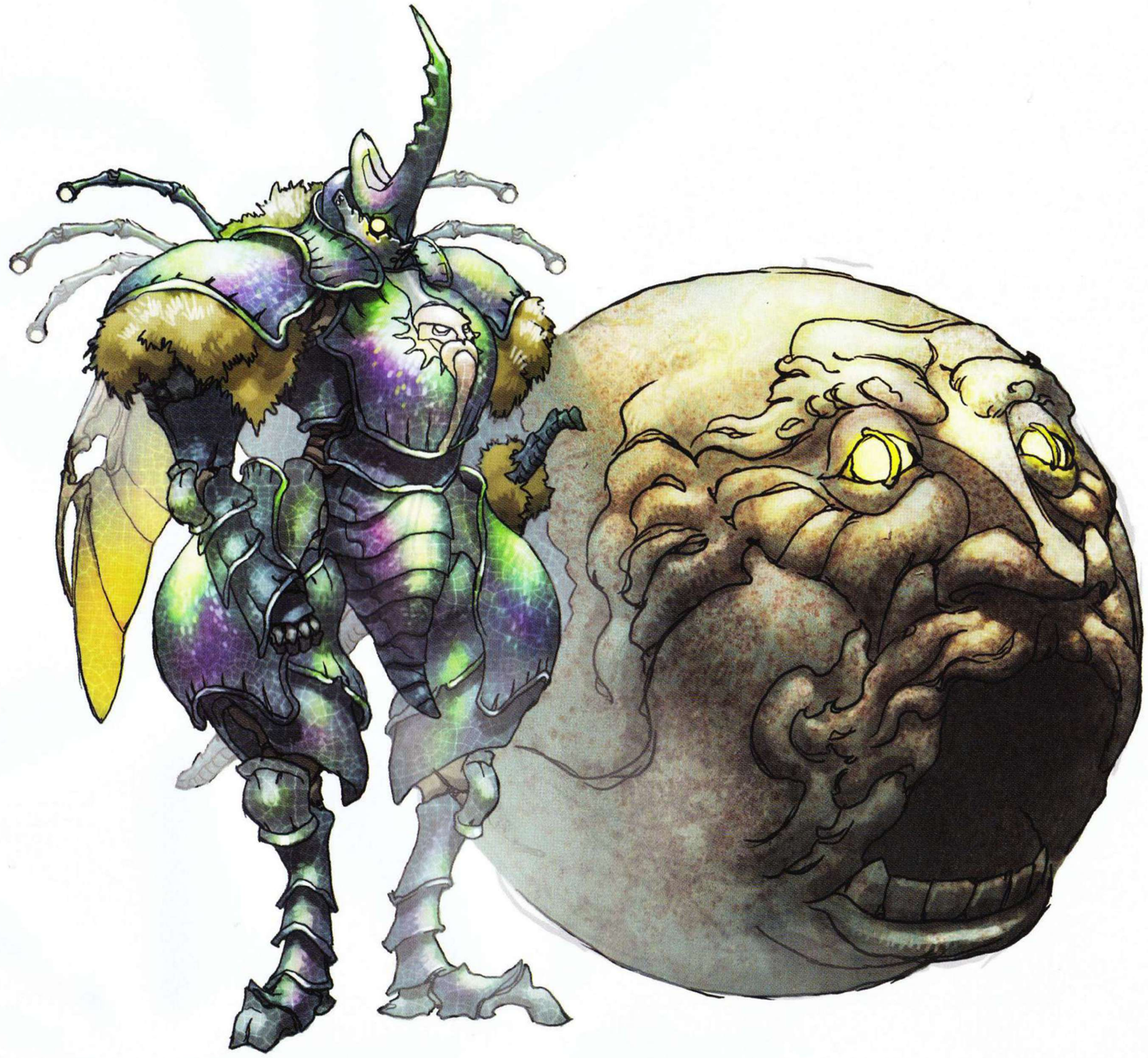
DUNG BEETLE KNIGHT

- Kingdom Death: Monster -



CREDITS
Kingdom Death: Monster created by Adam Poots

Monster Programming: Adam Poots
Game Design: Adam Poots, Anna Poots, Zachary Barash, Zach Moroni
Art: Melissa Curtin, Lokman Lam, Yasmine Putri, Lorinda Tomko, Zeen
Miniature Sculpting: Thomas David, Hector Moran
Playtesting and QA: Zachary Moroni, Scott Copeland, Zachary Barash, Stanley Adecla, Zac Clark, rotating KD testing team.

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DUNG BEETLE KNIGHT

Resourceful and hungry, this cunning species has evolved a knight's shape to fool both predators and prey. It rolls a massive resin ball formed from spit used to collect rare feces for its meals.

The Dung Beetle Knight is an extremely difficult foe. You will find that a little preparation goes a long way. The **Rumbling in the Dark** innovation will offer your settlement the opportunity to train before they face the Dung Beetle Knight. This is an opportunity that should not be missed.

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

	Dung Beetle Knight sprues (includes survivor gear, Resin Dung Ball, and the Dung Beetle Knight Monster.)
34 x	Gear cards
41 x	Dung Beetle Knight AI cards
24 x	Dung Beetle Knight HL cards
11 x	Dung Beetle Knight Resource cards
5 x	Strange Resource cards
7 x	Dung Beetle Knight Hunt Event cards
1 x	Terrain card
2 x	Disorder cards
2 x	Fighting Art cards
1 x	Secret Fighting Art card
1 x	Armor Set Bonus card
3 x	Tactics cards
2 x	Innovation cards
1 x	Dung Beetle Knight Settlement Location
2 x	Dung Beetle Knight card dividers

Upgrade the Core Game

- Add the Dung Beetle Knight Card Divider, AI, Hit Location, Hunt, and Resource cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting art to the Secret Fighting Arts deck.
- Add the new gear and Armor Set bonus card to the game box.
- Add the new terrain to the Terrain deck.
- Add the tactics to the Tactics Deck.
- Add the new innovation to the innovation cards in the game box (not your settlement's deck).

Use the following story events in this book in addition to the *Kingdom Death: Monster* core game story events:

Rumbling in the Dark, Showdown: Dung Beetle Knight, Spelunking of Death, Black Harvest, Underground Sow, and **Secret Meeting**

When a story event in this book is triggered, it is denoted by the 🕷📖 preceding the event name.

Current Campaign

To add the Dung Beetle Knight to your current campaign add 🕷📖 **Rumbling in the Dark** (a story event found in this book) to Lantern Year 8 on the timeline or the next year on the timeline, whichever is later. When you trigger it, read the story and follow it through to the end.

New Campaign

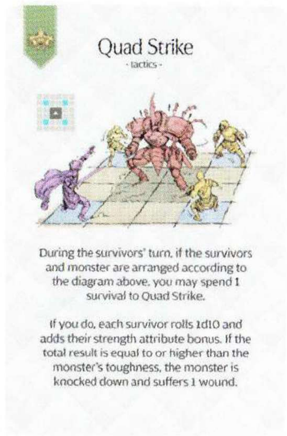
To add the Dung Beetle Knight to a new campaign, add 🕷📖 **Rumbling in the Dark** to Lantern Year 8 on the timeline of your settlement record sheet.

Knight Expansions & Tactics Deck

The Dung Beetle Knight is a Knight expansion. Each Knight expansion includes a unique Tactics deck. Tactics provide survivors new ways to fight, using what they've learned from fighting Knights.

To add tactics to your campaign, a survivor in your settlement must gain the **DBK Errant Badge** gear. This gear is crafted at the **Wet Resin Crafter** settlement location included in this expansion.

The **DBK Errant Badge** allows a survivor to draw 1 random Tactics card at the start of each showdown. During the showdown, the badge-wearer may use the current tactic to help defeat their foes.


Quad Strike
- tactics -
During the survivors' turn, if the survivors and monster are arranged according to the diagram above, you may spend 1 survival to Quad Strike.
If you do, each survivor rolls 1d10 and adds their strength attribute bonus. If the total result is equal to or higher than the monster's toughness, the monster is knocked down and suffers 1 wound.

When you draw a Tactics card, place it in your play area. At the end of the showdown, archive all tactics cards.

Store tactics cards together in your game box as the Tactics deck.

Rules

Monster Level Symbol
The ★ symbol on all game cards and events refers to the monster's level. For example, the Dung Beetle Knight's **Feculent Drumming** AI card instructs all survivors to suffer ★+2 brain damage. In a showdown against a level 2 Dung Beetle Knight, this would be 4 brain damage.

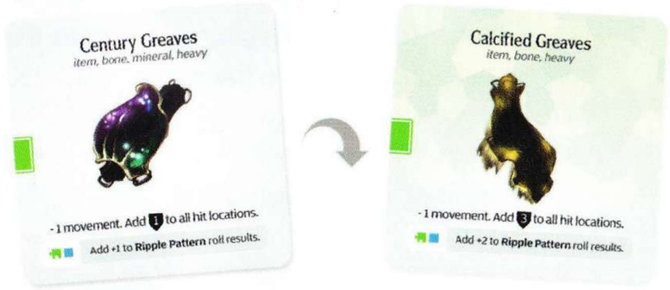
On Collision
"**On collision**" is shorthand for when a monster, survivor, or terrain tile **collides** with something else. Cards that read "**on collision**" have special rules describing what happens when two things **collide**. Refer to the Kingdom Death: Monster core game for full **collision** rules.

Monster Targeting - Stinky Threat
The Dung Beetle Knight's keen sense of smell allows it to target **stinky** threats or survivors. Survivors become **stinky** as a result of carrying gear with the *stinky* keyword in their gear grids, or through status cards, disorders, or other effects that make them **stinky** targets.

Reminders & Clarifications

If a survivor suffers damage and no hit location is specified, roll a hit location die to determine where they are damaged.

Calcified Gear


Century Greaves
item, bone, mineral, heavy
- 1 movement. Add 1 to all hit locations.
Add +1 to Ripple Pattern roll results.
Calcified Greaves
item, bone, heavy
- 1 movement. Add 3 to all hit locations.
Add +2 to Ripple Pattern roll results.

This expansion includes double-sided gear cards: they have a normal side and a calcified side. Survivors must **Encase & Bury** normal gear during the **Underground Sow** story event to start calcification. They must **Unbury Gear** during the **Black Harvest** story event to gain the calcified gear.

Once gear is calcified, flip it to the calcified side. After calcification, the normal side of that gear cannot be used.

Each gear card must be calcified individually; it is possible to have both a Digging Claw and a Calcified Digging Claw. In that case, since they are different pieces of gear, they cannot be paired.

The Dung Beetle Knight gear includes new cards for the **Zanbato** gear. While this gear is made at the **Weapon Crafter** settlement location, it can be calcified using the **Underground Sow** story event

Hit Location Type - Parry

A parry hit location represents the monster skillfully deflecting an attack.

When attempting to wound Parry hit locations, all wound attempts fail unless the wound roll result is critical. This failure triggers any Failure reactions as normal.

Untrained Parry
Parry
(Wound attempts on this location fail, unless the wound roll result is critical.)
◆Failure
Target the attacker and full move towards the target. If adjacent, target suffers bash and knockback 7.
8
Critical Wound
Gain 1 random Dung Beetle Knight resource. The monster performs Burrow.

Resin Dung Ball

This terrain is a unique physical model and has additional rules. It is represented by the Resin Dung Ball miniature on a 50mm base and counts as a terrain tile. It is often referred to as "the ball."

The Resin Dung Ball is moving terrain and has specific movement rules. It can also **collide** with survivors, monsters, and terrain, and has specific **collision** rules.

Resin Dung Ball & Dung Beetle Knight
The ball does not block the Dung Beetle Knight's line of sight (it is experienced with using it). The Dung Beetle Knight will not move through, be placed, or end its movement on the ball unless it suffers **knockback**.

Ball Collision with Monsters
The ball cannot be moved into a space occupied by a monster. If it would, stop the ball just before the monster (ending adjacent to the monster).

Ball Collision with Survivors
When the ball moves through a survivor, the ball and survivor **collide**. Apply normal rules for survivors **colliding** with terrain.

If the ball ends its movement on a survivor, they **collide** and the survivor suffers **knockback 5** (in the same way as monsters landing on survivors).

Ball Collision with Other Terrain
When the ball **collides** with another terrain tile, the ball destroys it (archive that terrain tile).
If the ball **collides** with **impassable** terrain, stop the

ball just before the terrain tile, then destroy the tile.
If the ball collides with the Nightmare Tree or an **indestructible** terrain tile, stop the ball's movement just before the terrain tile and do not destroy it.

Monster Knockback

The Dung Beetle Knight can suffer **knockback** just like a survivor. When it does, move the monster the indicated number of spaces away from the source of **knockback**. If this would move the monster into or over the Resin Dung Ball, stop the monster's movement just before it, then move the ball 1d10 spaces in the same direction the monster was traveling.

Resin Dung Ball & Other Monsters

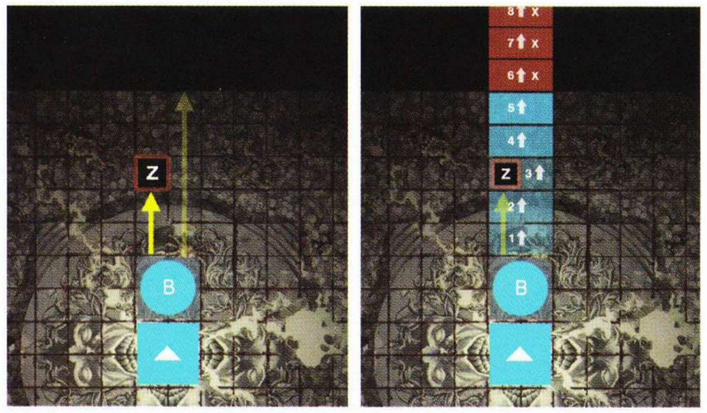
The Resin Dung Ball may appear as terrain in showdowns with other monsters. Apply the following rules:

- The ball blocks monster field of view.
- Monsters may move through the Resin Dung Ball. They simply jump, step, or pass over it.
- If a monster ends its movement on the Resin Dung Ball, move the ball 1d10 spaces in the direction the monster was traveling.

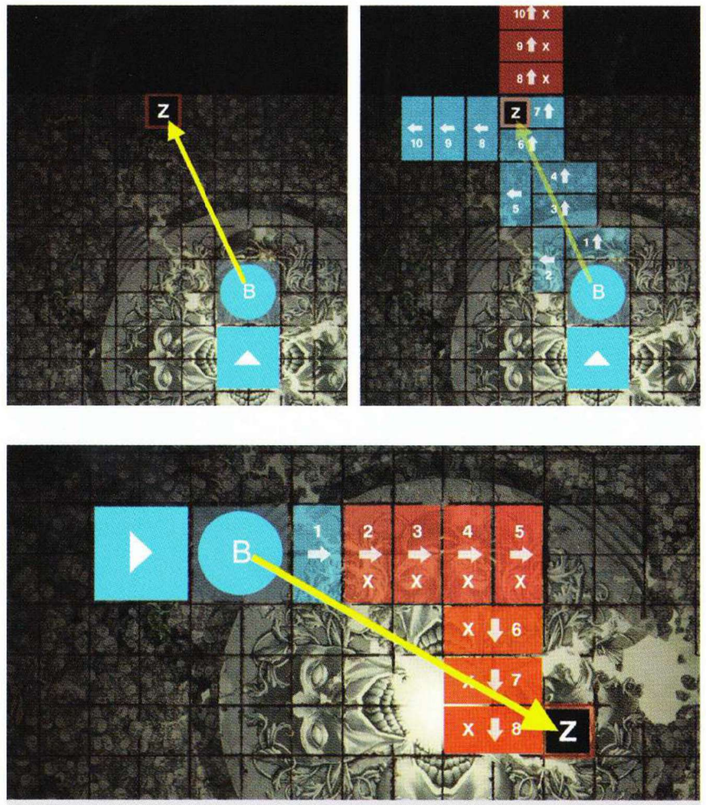
Moving the Ball

When an AI card instructs you to move the ball towards a target or through a target, determine if the ball is moving straight or angled and then move it according to the following rules:

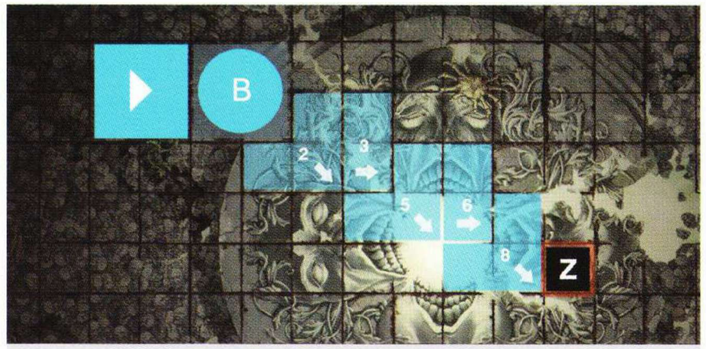
Straight: If you can draw a straight line in a cardinal direction from the ball to its target, move the ball along that path and stop its movement at the board edge.



Angled: If you cannot draw a straight line in a cardinal direction from the ball to its target, draw a line from the center of the ball to its target. The monster controller moves the ball along this path. If the ball would move off of the showdown board, continue its movement along the board edge instead. If movement is unclear, the monster controller decides it.



Incorrect angled movement
(ball must move along diagonal line)



Correct angeled movement
(using diagonal shorthand)

Move the ball towards the target: Move the ball the maximum distance rolled. Stop adjacent to the target.

Move the ball through the target: Move the ball the maximum distance rolled. Continue ball movement after reaching the target.

Burrowing into a Giant Stone Face

If the Dung Beetle Knight is placed on the Giant Stone Face while performing **Burrow**, it surfaces into the stone, stunning itself and destroying the terrain! Archive the terrain tile, ignore the effects of **Burrow**, and place the monster knocked down where the Giant Stone Face was. If a survivor is on the Giant Stone Face, they suffer ★ damage, **knockback 7** and are knocked down.

RUMBLING IN THE DARK

A low, constant rumble woke a woman sleeping on the ground. She quietly shifted her bedding aside and lowered her ear to the ground. Something strange was happening out in the darkness.

In a breathless moment, the woman's wonder overcame her fear and she set out to find the source of the tremors underfoot.

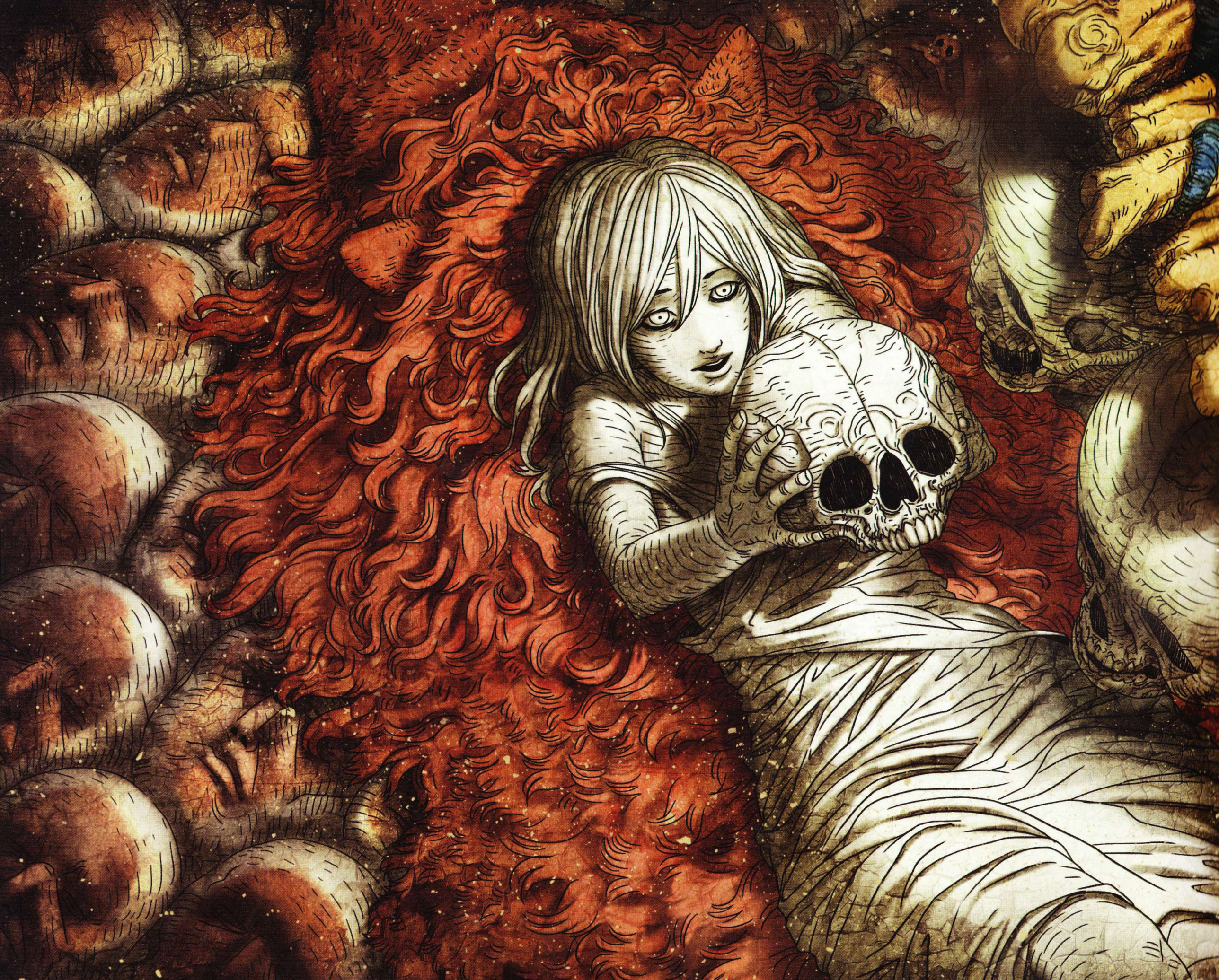
Nominate a female survivor.
That survivor gains
+1 permanent strength.

The woman followed her feet, feeling her way toward the rumble until it became a quake.

Ahead she saw a peculiar figure struggling to push massive sphere up a hill. The object appeared quite heavy and the creature faltered often, losing ground. Each time it did, it redoubled its efforts and rolled the massive weight back up the hill, shaking the ground anew.

At first glance, the struggle appeared clumsy and pathetic, but as she watched, the woman was taken by the creature's unrelenting perseverance. Even after the monster crested the hill and vanished, its noble form and simple mission stayed with her. Admiration was too weak a word to describe her feelings.

The nominated female survivor gains the **Vermin Obsession** disorder.

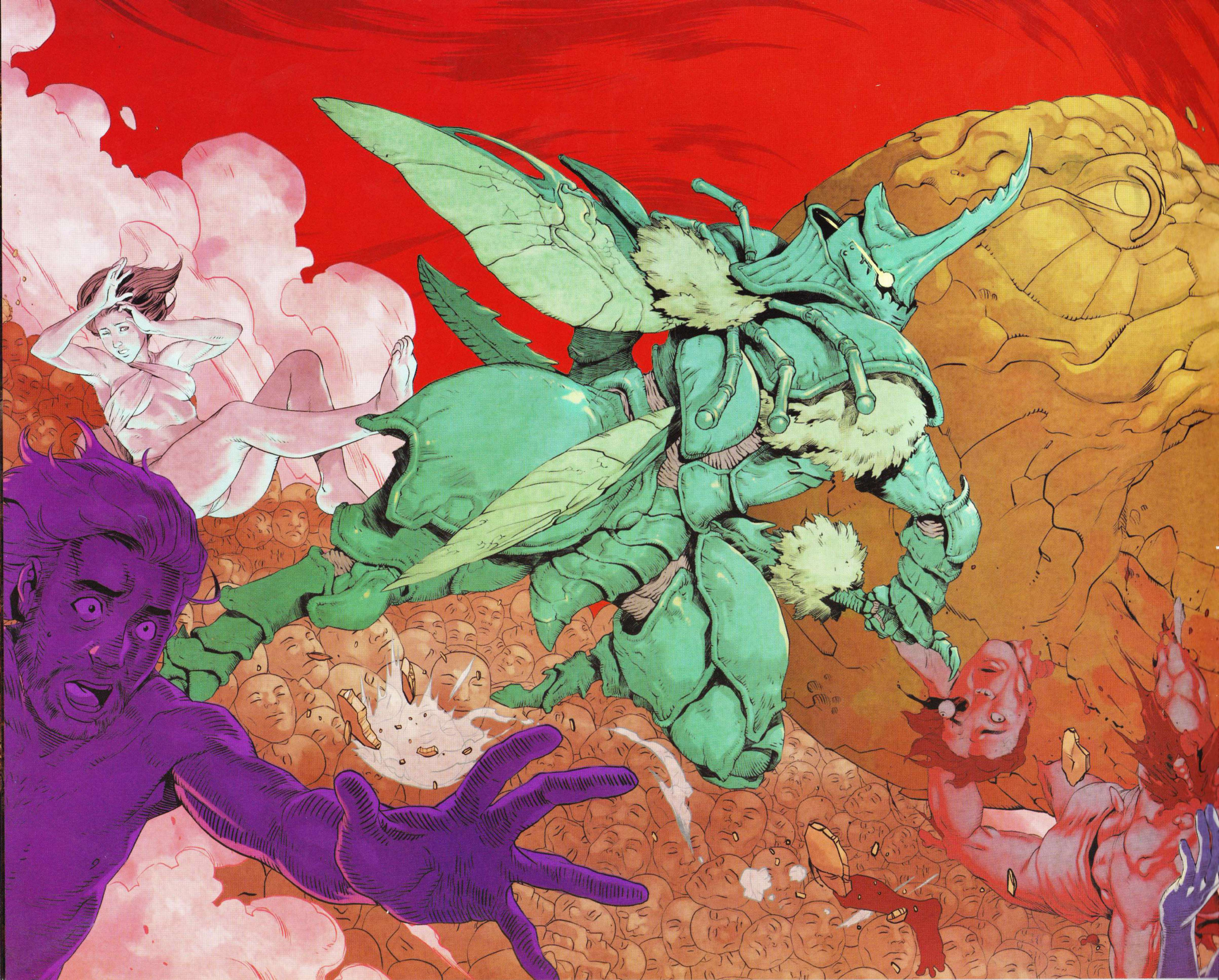


The woman quietly stole back into the settlement, waking no one. Although the others slept soundly, she remained awake, invigorated by witnessing such dedication and exertion.

She searched the settlement for the smoothest object she could find and began to roll it, emulating the monster. She would teach the settlement its ways, and show them perfect persistence.

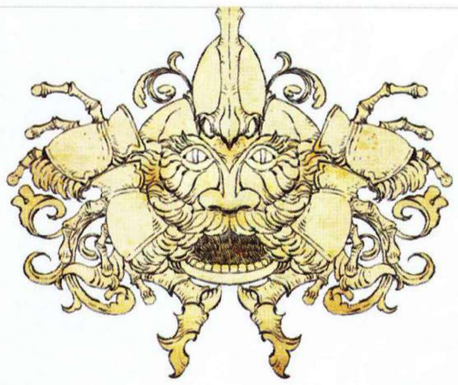
Gain the **Round Stone Training** innovation.

You may now hunt the **Dung Beetle Knight**. Add it to the **Quarries** list on the settlement record sheet.



SHOWDOWN: DUNG BEETLE KNIGHT

Quarry



There was once a lowly beetle that was hopelessly attracted to Phoenix droppings. Their strange qualities evolved the beetle rapidly. One day, the Phoenix migrated to a sacred grove and the beetle's food came under the fierce protection of a Flower Knight. The beetle emulated the knight in order to reach its meals without incurring the guardian's wrath.

Instinct: Defensive Spit Salve

If there are any, put an archived **Century Carapace** hit location card back on top of the hit location deck.

The monster flies back to its ball. Place it adjacent to the Resin Dung Ball with the ball in its blind spot.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	3	-	7	12	-	-

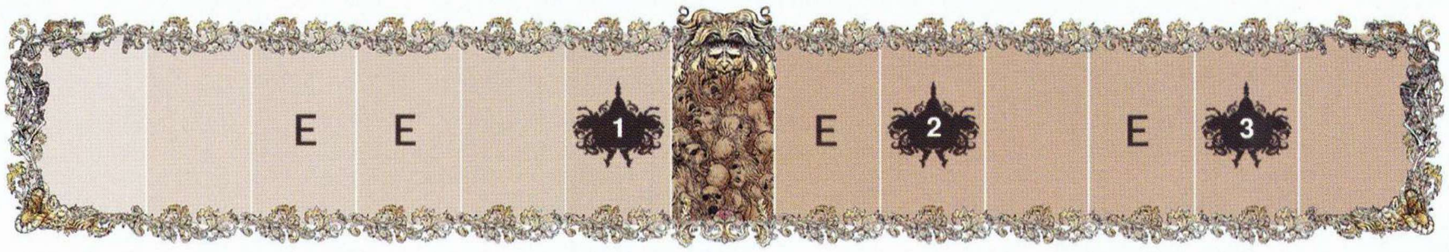
Ⓢ Baller Ⓢ Power Forward Ⓢ Separation Anxiety
Ⓢ Prepared Tunnels

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	7	6	1	7	14	+1	+1

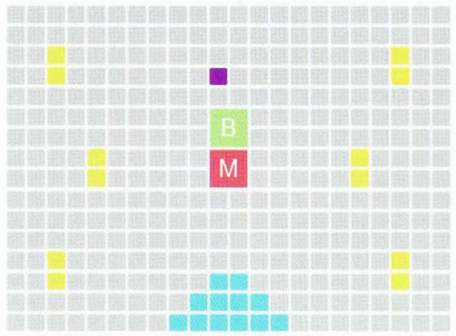
Ⓢ Baller Ⓢ Power Forward Ⓢ Separation Anxiety
Ⓢ Prepared Tunnels Ⓢ Heavy Load

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	8	9	2	8	18	+2	+2

Ⓢ Baller Ⓢ Power Forward Ⓢ Separation Anxiety
Ⓢ Prepared Tunnels Ⓢ Heavy Load Ⓢ Burrow
Tokens: +1 accuracy, +1 evasion



Showdown Setup



Legend
- Survivors
- Monster
- Resin Dung Ball
- Stone Columns
- Bug Patch

Terrain & Deployment

- 1 Resin Dung Ball terrain card, set up behind the monster.
- 2 Stone Column terrain cards, set up on the yellow spaces.
- 1 Bug Spot terrain card, set up on the purple space.
- Place the monster in the center of the board.
- Place survivors on any blue space.

Aftermath

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

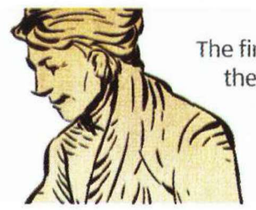
Nominate 4 survivors. They discover the corpses of the defeated survivors just outside the settlement. The bodies are mere husks, missing their internal organs. The nominated survivors gain +1 insanity, a random disorder, and must **depart** the next settlement phase, if possible.

Rewards

The group investigates the large Resin Dung Ball and the network of tunnels beneath the battleground. Inside the ball they find a caustic, but mineral-rich, substance. Rolling aside the ball, they find passageways leading deeper underground. After collecting rewards, **Spelunking of Death**.

The group gains the following rewards:

Level	Reward
1	6 basic, 4 Dung Beetle Knight resources. 2 **Caustic Preserved Dung** strange resources.
2	7 basic, 6 Dung Beetle Knight resources. 3 **Caustic Preserved Dung** strange resources. 1 **Scell** Strange resource.
3	8 basic, 8 Dung Beetle Knight resources. 3 **Caustic Preserved Dung** strange resources. 1 **Scell** Strange resource. 1 **Calcified Juggernaut Blade** rare gear.



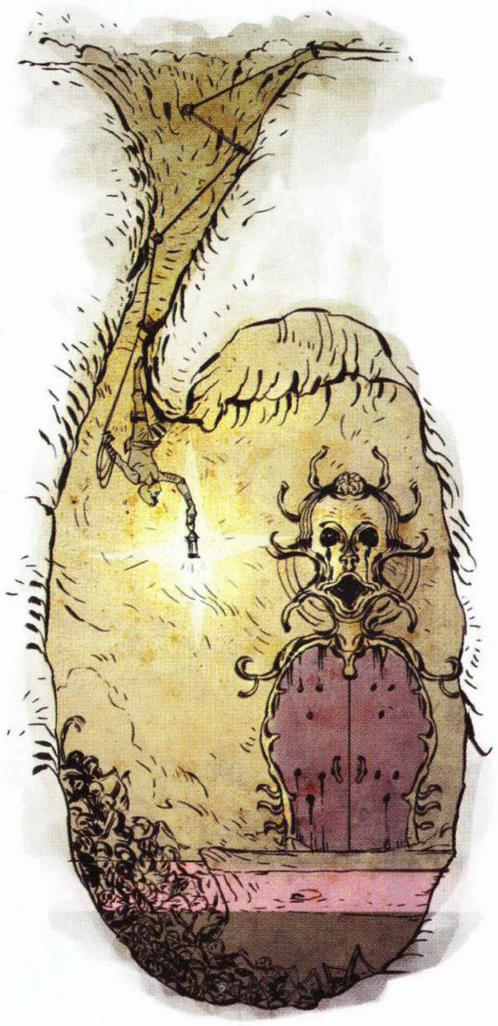
The first time the settlement defeats the Dung Beetle Knight after they innovated **Storytelling**, add **Secret Meeting** to the timeline 2 years from now.

SPELUNKING OF DEATH

The group investigates the monster's network of tunnels and are inspired by the rich vegetation.
If your settlement does not already have it, gain the **Subterranean Agriculture** innovation.
Nominate up to 4 victorious survivors from the last showdown to be spelunkers. One at a time, each spelunker rolls 1d10 on the table below.

7+

Beneath a passage of bones, you find a secret entrance and are compelled to attempt the **Trial of Valor**.



5 6

If you have a pickaxe, you find a corpse clutching something tightly to its chest. Gain 1 **Skull** basic resource and 1 **Iron** strange resource.

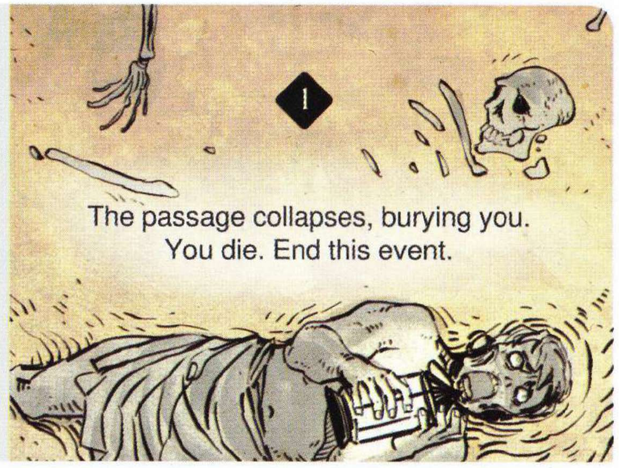
Otherwise, gain +1 courage.

2 3 4

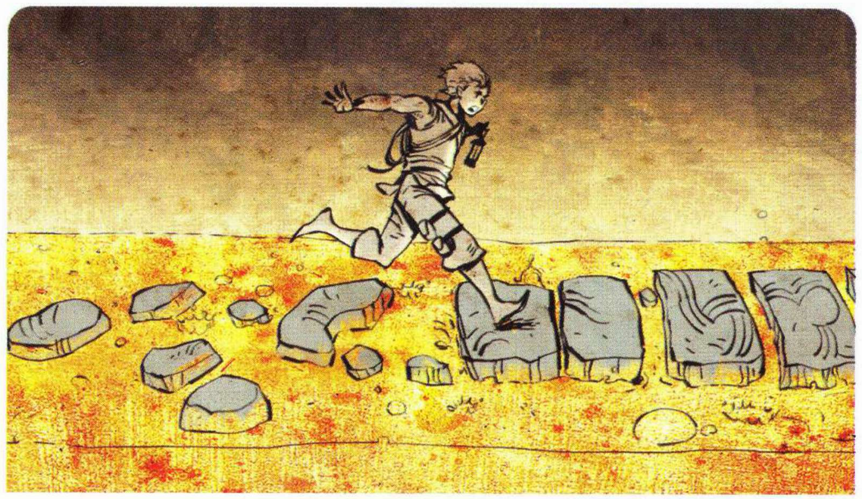
You find the remnants of an abandoned Resin Dung Ball.

Gain 1 **Preserved Caustic Dung** Dung Beetle Knight resource

1



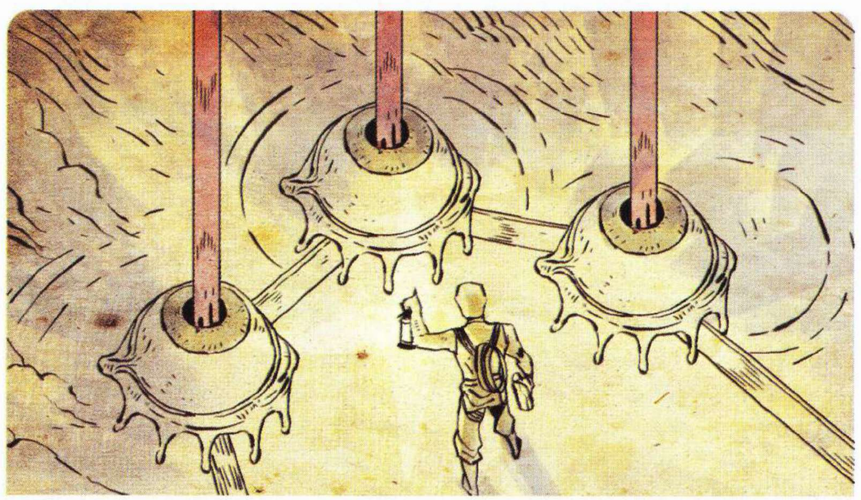
The passage collapses, burying you. You die. End this event.



Trial of Valor

Roll 1d10, adding half your courage (rounded up).

1 - 2	You die. Your corpse is incinerated. Archive your gear.
3 - 7	You fail, but master your fears. Gain +1 courage.
8 - 9	You fail, but grow stronger. Gain +1 permanent strength.
10+	You have passed and may attempt the Trial of Wits.



Trial of Wits

Roll 1d10, adding half your understanding (round up).

1 - 7	You die. Your corpse is mysteriously found in the settlement.
8 - 9	You fail, but feel an unseen gaze. Gain +1 permanent luck.
10+	Gain the **Hidden Crimson Jewel** rare gear. If the settlement already has it, gain up to 3 fighting arts of your choice instead, as a voice only you can hear floods your mind with knowledge.

- Story Event -

UNDERGROUND SOW

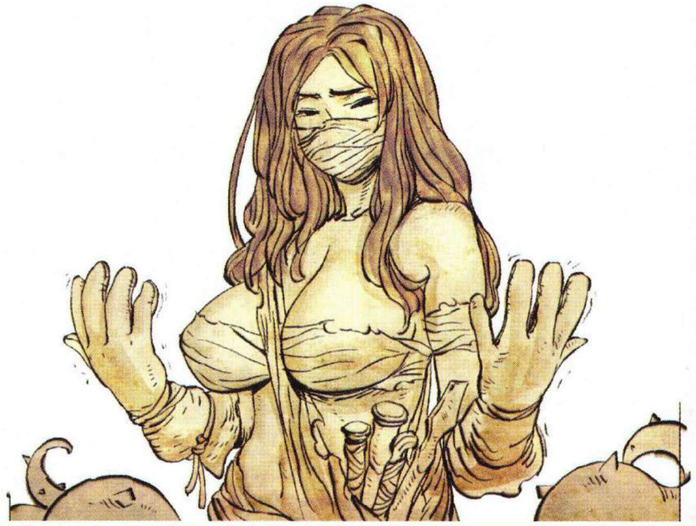
The settlement laboriously works the ground. **Prepare the Farm**.
In addition, you may **Encase & Bury Gear**.

Prepare the Farm

Nominate 1 or more survivors to be Farmers. A survivor cannot be a Farmer if they have already endeavored elsewhere this settlement phase. All Farmers toil underground, pulling nightmare weeds and fighting seed-eating insects.

The Farmers are exhausted by their task. They cannot **depart** or spend endeavors this settlement phase.
Roll 1d10, adding the number of Farmers to the result.

1d10	Result
1 - 6	All Farmers die, nourishing the soil. Add **Black Harvest 1** to the timeline 4 years from now.
7 - 14	Add **Black Harvest 1** to the timeline 4 years from now.
15+	The Farmers zealously clear the underground farm with aid from the settlement. Add **Black Harvest 1** to the timeline 3 years from now and gain 2 random vermin resources. All Farmers and **departing survivors** this year gain the **Vermin Obsession** disorder.



Encase & Bury Gear

Nominate 1 or more survivors to be Embalmers. A survivor cannot be an Embalmer if they have already endeavored elsewhere this settlement phase. The Embalmers carefully construct casings and bury gear deep in mineral-rich soil.

The Embalmers are exhausted by their task. They cannot **depart** or spend endeavors this settlement phase.

For each Embalmer, select 1 gear with the **mineral** keyword and spend 1 **Preserved Caustic Dung** strange resource. For each piece of gear selected, roll 1d10.

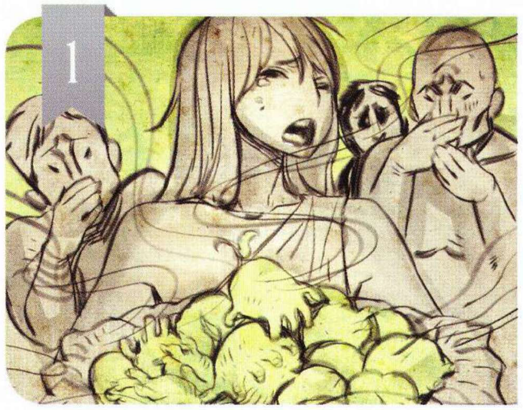
1d10	Result
1 - 4	Your casing is imperfect. Spend 1 bone to create a bonemeal patch for it. If you do, **bury the gear.** Otherwise, your casing breaks and nothing happens.
5+	You **bury the gear.** Gain +1 understanding.

Bury the Gear

The gear has been expertly buried. Indicate this on the settlement storage and archive the gear. Gear may be recovered during the **Black Harvest** story event.

BLACK HARVEST

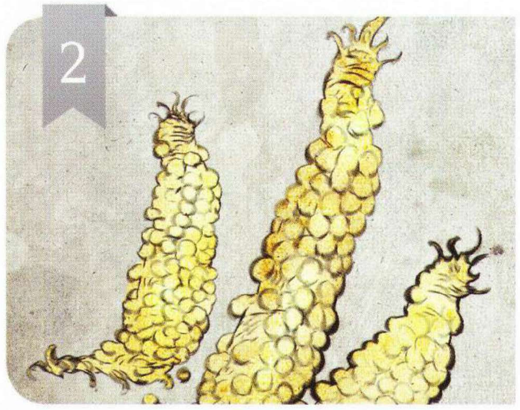
The settlement nominates a survivor to be the Gatherer. The Gatherer performs one of the following events, depending on the level of Black Harvest.
In addition, the settlement may **Unbury Gear** that they encased and buried in the **Underground Sow** story event.



Rotten Acanthus - Level 1

The Gatherer descends into the darkness. They inhale dangerous vapors, gaining +2 insanity and a random disorder. They return with armfuls of rancid ferns. Picking through them, the settlement finds 2 **Fresh Acanthus** strange resources. If the Gatherer has **Legendary Lungs**, they are able to go deep enough to find a half-digested White Lion corpse. Gain 1 random White Lion resource.

This Settlement Phase:
• **Departing survivors** gain +2 survival.



Nightmare Corn - Level 2

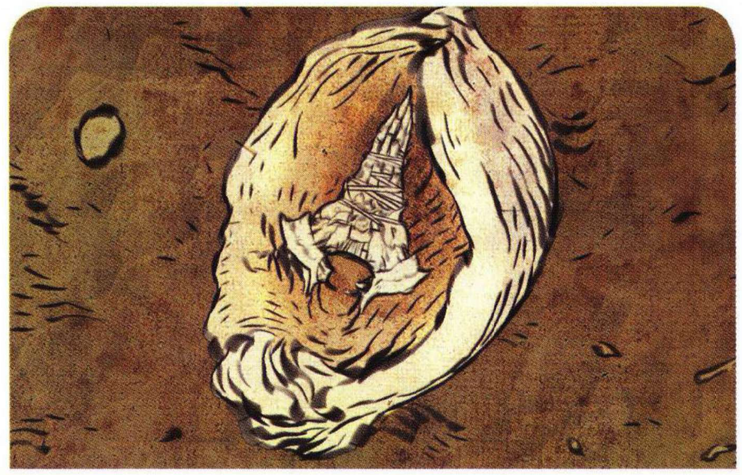
The Gatherer descends into a tunnel. They return with baskets brimming with Nightmare Corn. If the Gatherer has **Zero Presence**, they harvest safely. Otherwise, kernel growths appear on their spine. Gain the **Motion Sickness** disorder.

This Settlement Phase:
• You may craft gear at the Wet Resin Crafter which needs Nightmare Corn.
• **Departing survivors** gain +2 survival.
• **Departing survivors** that can consume gain 1 to all hit locations.

Vampiric Artichoke - Level 3

The Gatherer descends with a team to harvest; the Gatherer is entrusted to serve as bait. The team manages to return with a prized Vampiric Artichoke. Roll 1d10. On a result of 1-8, the Gatherer's blood is drained by the bizarre plant and they die. Regardless, the settlement feasts!

This Settlement Phase:
• You may craft gear at the Wet Resin Crafter which needs Nightmare Corn.
• You may craft gear at the Wet Resin Crafter which needs Vampiric Artichoke.
• **Departing survivors** that can consume gain 1 to all hit locations.
• **Departing survivors** gain survival up to the survival limit.
• Ignore 1 ingredient from any **Cooking** recipe.



Unbury Gear

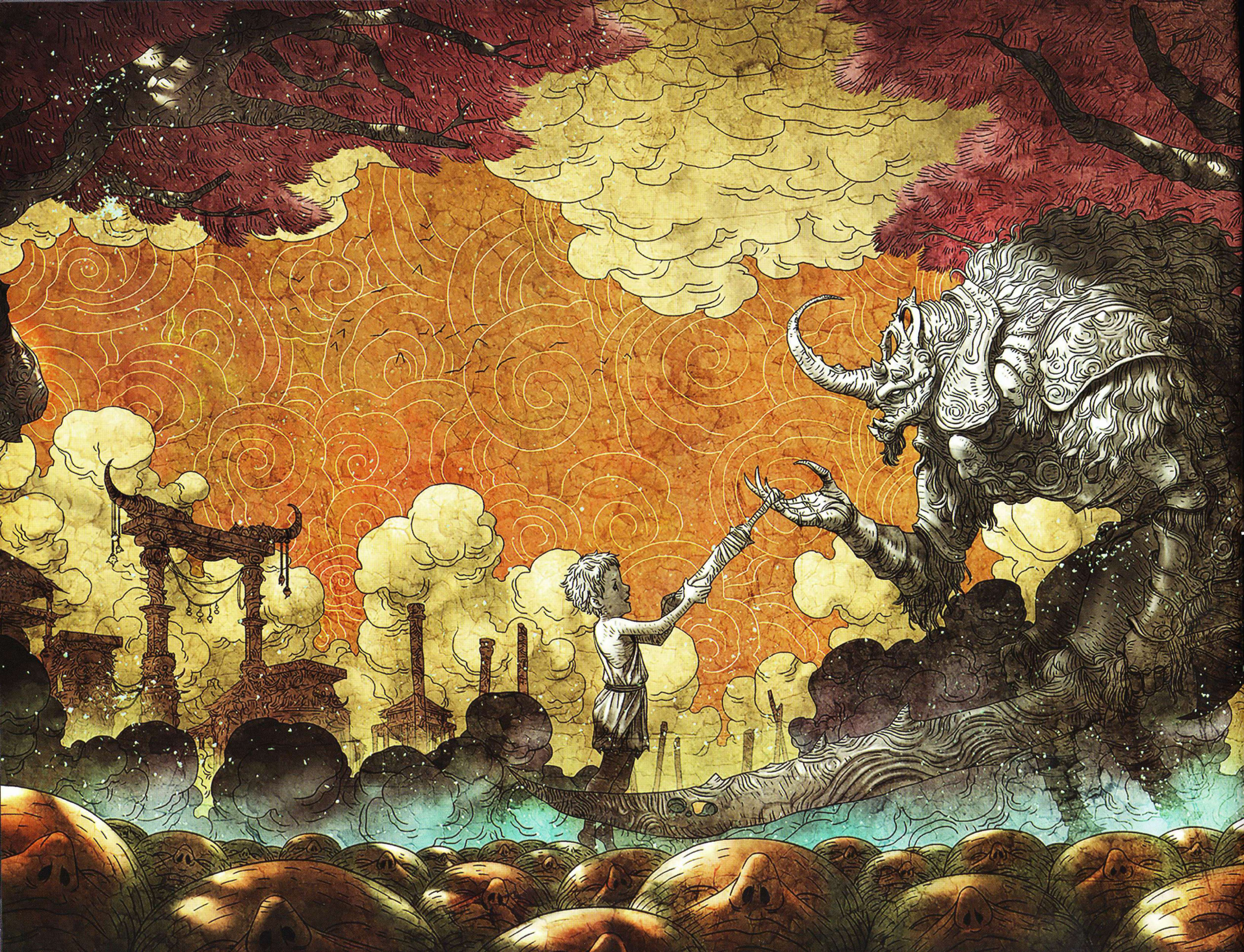
Nominate 1 or more survivors to be Restorers. A survivor cannot be a Restorer if they have endeavored elsewhere this settlement phase. They carefully unbury the encased gear and gingerly work to free the item without damaging it.

All Restorers are exhausted by their task. They cannot **depart** or spend endeavors this settlement phase.

Each Restorer selects 1 buried gear from storage and rolls 1d10. The group may archive a **Scell** strange resource to add +4 to all Restorer's roll results this year.

1d10	Result
1 - 4	You ruin the item. If the settlement innovated **Sculpture**, you refuse to return empty-handed and artfully use the remains. Gain the **Trash Crown** rare gear. In all cases, toiling in the encased gas poisons you. You die at the end of this settlement phase.
5 +	**Successful Calcification!** You are heralded as a master Restorer. If you have 0 Hunt XP, you cherish this moment forever! Draw 3 random fighting arts and select 1 to gain.

Successful Calcification
The gear is unburied. Remove it from storage and gain its calcified side. The gear is forever changed; you may only use its calcified version.



SECRET MEETING

Nominate the survivor with the least hunt XP and follow **Part 1**.

Part 1
Once, there was a boy that made friends with a monster. They often met in secret and played many games. The monster was very important to the boy and he told no one about it.

"Why do you like to come and play?" the boy asked the monster. "Well," said the monster, "my mind is very old. I have forgotten most of my life and soon I will remember nothing at all."

"Does it hurt?" asked the boy. "Yes," replied the monster. "You help me to remember my life and that brings me comfort." "Will you always come and play?" "I promise... whenever I remember."

The nominated survivor gains +1 understanding and the **Secretive** disorder. Add "**Secret Meeting - Part 2**" to the timeline 1+1d5 years from now.

Part 2
Nominate a survivor with the **Secretive** disorder and 3+ hunt XP. If there are none, end this story event.

It was during a heavy downpour that the monster and the boy, now a man, met again. The man's lantern reflected off the monster's brilliant, iridescent shell.

"Thank you for being my friend," said the monster. "I have brought something very sacred to my kind." The monster shoved shimmering poo down the survivor's throat. "Eat it and grow strong. If I return here again, you must kill me — all that I am is nearly gone."

The survivor and the monster embraced hands in the dark rain, sharing a silent farewell.

The nominated survivor gains the **Beetle Strength** secret fighting art, +2 permanent strength, and +1 permanent speed.
Add **Secret Meeting - Part 3** to the timeline 2 years from now.

Part 3
The monster waits for its death on the outskirts of the settlement — a silent statue that knows only its final resting place.

Add the **Old Master** to the Quarry list.

Old Master

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
4		9	25	+2	+5

Ⓢ Life(25)	Ⓢ Burrow	Ⓢ Power Forward
Ⓢ Heavy Load	Ⓢ Baller	Ⓢ Berserker
Ⓛ Sword Master	Tokens: +1 Accuracy, +3 Luck	

CUSTOM AI DECK LIST

1x Backspin Shot	1x Resin Plated Right
1x Smash Shot	1x Resin Hilt Bash
1x Feculent Drumming	1x Resin Sword Slash

TYPE: Dung Beetle Knight.
HUNT: Skip directly to showdown.
TERRAIN & DEPLOYMENT: Normal Dung Beetle Knight setup.
SPECIAL: If the monster suffers a wound from the Beetle Strength fighting art, it remembers for a moment. It suffers 4 additional wounds and is knocked down.
VICTORY: +1 Hunt XP, +3 Weapon Proficiency, + Level 3 Dung Beetle Knight rewards. Add 4 Elytra to settlement storage. Remove **Old Master** from the Quarry list, it cannot be hunted again.
DEFEAT: The survivors never return home.